WRITTEN REASONS FOR DECISION SECTION 12

HEADNOTE	
Type of Publication:	Console Game
Title of Publication:	Jackass: The Game
Other known title:	Not Stated
OFLC Publication Reference No:	702679
Decision:	Unrestricted: Suitable for mature audiences 16 years of age and over.
Display Conditions:	Nil.
Descriptive Note:	Contains violence, sexual references and offensive language.

The publication entitled *Jackass: The Game* is classified as unrestricted; with recommendation that it is more suitable for mature audiences 16 years of age and over.

The publication is a console game for the PlayStation 2 platform. The game is played predominantly in single-player, with an option of multi-player mode at the menu. The console game is based on the popular MTV series, *Jackass*. The player is enlisted as the director of a new *Jackass* series and must make seven new episodes, containing five various stunts or pranks per episode. The player must complete five smaller objectives per stunt or prank enabling them to proceeding to the next game in the episode. Examples of the outlandish stunts and pranks include: rolling down a ski slope collecting as many items as possible to grow the snowball; racing shopping trolleys on roof tops; driving a golf cart over obstacles at a mini golf course; catapulting your *Jackass* character into the air to achieve the greatest distance, and hitting a grenade with a golf club to destroy a house and expensive car. The player is given a score at the end of each game that determines how well that did to injure their character and/or destroy property. This score enables the player to accumulate money to purchase various props and other *Jackass* paraphernalia. As the player completes the various levels and episodes, video clips from the *Jackass* television series are available to be viewed.

The graphics on this game are very primitive compared to many other PlayStation games currently available. The effect of the poor visual quality during each episode game results in the pranks and stunts appearing over-the-top and unrealistic. FMVs (full-motion video sequences) occur at the start of each episode to add humour and present the various characters of the *Jackass* series. Contemporary rock and punk music plays during each of the games, often used to add to the sense of fast-paced frenetic action.

In terms of 3(1) of the FVPC Act, the publication deals with matters of sex and violence. There is nothing in the publication that requires consideration under s3(2) of the FVPC Act.

The publication contains a limited number of sexual references during the game and in the additional video clips. In one video clip prank, Johnny Knoxville places a dildo in his pants to replicate an erection. He then goes and interacts with various members of the public in a sexualised manner, standing close to them with the dildo in his pants. This is done for comedic purposes and he is told to go away when the people feel uncomfortable. The video clips are a small part of the publication as a whole, available to be viewed only after the player has progressed through various episodes.

Low level violence is involved in some of the games pranks, such as in *Whac a wee man,* in which the player hits the head of another *Jackass* character with a bat as his head pops out of a large wooden box. During the FMVs the player views the animated *Jackass* characters kicking each other in the genital area. In terms of s3B(3)(a)(ii) of the FVPC Act, if such conduct were to be imitated this would pose a real risk of serious harm to self or others or both. This is mitigated by the majority of the game's pranks and stunts being implausible and highly exaggerated.

The publication contains a limited extent of highly offensive language. This is most common during FMVs and the additional video clips of the *Jackass* series. Such language includes the expletive "fuck" and its derivatives.

The dominant effect of the publication as a whole is a compilation of animated pranks and stunts that are similar in nature to those seen in the *Jackass* movies and TV series. While the game may not be very suitable for some young children, the unrestricted availability of the game is unlikely to cause injury to the public good. The publication is based on ridiculous, dare-devil stunts and pranks that if imitated might pose a real risk of serious harm to self or others or both. Although such stunts and pranks would in reality cause injury, the unrealistic and primitive graphics of the console game remove the impact of such stunts and pranks, and in most cases could not be imitated. Some of the video clips accessible from the menu have been taken from publications that have been classified restricted, but the material in these clips is not at the high end of dangerous stunts and anti-social behaviour.

Written reasons are not legally required for section 12 submissions, but it is the policy of the Classification Office to provide them.

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